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Global Gaming Peripherals for Esport Supply, Demand and Key Producers, 2026-2032

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Abstracts

The global Gaming Peripherals for Esport market size is expected to reach $ 2157 million by 2032, rising at a market growth of 4.9% CAGR during the forecast period (2026-2032).

Gaming Peripherals for Esport refer to specialized gaming hardware products designed for esports competitions, professional gaming training, and high-intensity competitive gaming environments. Compared with standard consumer gaming accessories, esports gaming peripherals focus more on low latency, high precision, reliability, durability, and performance optimization to improve players' control accuracy, reaction speed, and competitive capabilities. Typical esports gaming peripherals include gaming mice, gaming keyboards, gaming headsets, gaming monitors, controllers, racing wheels, and other supporting devices. Esports gaming mice are generally equipped with high-precision sensors, lightweight structures, and fast response technologies; esports keyboards commonly feature mechanical switches, rapid actuation systems, and programmable keys; while esports gaming headsets emphasize low-latency audio transmission, accurate sound positioning, and long-term wearing comfort. Gaming peripherals for esports are widely used by professional esports teams, tournament organizers, gaming studios, streamers, and competitive gamers, representing a key hardware segment driven by the professionalization and commercialization of the global esports industry.

The global Gaming Peripherals for Esport market is experiencing strong growth as the esports industry continues to expand, professionalize, and become increasingly commercialized. Compared with standard gaming accessories, esports gaming peripherals are specifically designed to deliver superior competitive performance, precision control, low latency, and long-term reliability for professional players, esports

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organizations, streamers, and dedicated gaming communities. The rapid growth of esports tournaments, livestreaming platforms, and competitive gaming culture has accelerated demand for high-performance gaming mice, keyboards, headsets, monitors, controllers, and other specialized equipment.

The professionalization of esports has significantly increased demand for advanced gaming peripherals. In competitive environments, factors such as millisecond-level response time, accurate tracking, rapid actuation, and consistent performance can directly influence gameplay results. As a result, professional players and hardcore gamers are increasingly willing to invest in premium equipment. Manufacturers are continuously improving product competitiveness through lightweight designs, high-precision sensors, mechanical switch innovations, low-latency wireless technologies, software ecosystems, and customizable performance settings. These developments have transformed esports peripherals from simple hardware accessories into integrated solutions combining technology, software, and brand ecosystems.

Regionally, North America, Europe, and Asia-Pacific represent the major markets for esports gaming peripherals. North America benefits from a mature esports ecosystem, strong consumer purchasing power, and a large PC gaming community, making it a key market for premium gaming hardware. Europe continues to grow due to established esports leagues, strong gaming communities, and demand for high-quality equipment. Meanwhile, Asia-Pacific, particularly China, South Korea, Japan, and Southeast Asia, represents one of the fastest-growing markets due to large gaming populations, expanding esports participation, and increasing investment in professional gaming infrastructure.

Looking ahead, the Gaming Peripherals for Esport market is expected to evolve toward premiumization, wireless connectivity, intelligence, and ecosystem integration. Key trends include low-latency wireless technology, AI-assisted gaming features, ergonomic designs, cloud-based configuration systems, and the convergence of gaming and professional computing environments. As the esports audience expands beyond professional players to include casual gamers, content creators, and high-performance PC users, esports peripherals will continue to become a broader consumer category. Overall, the market offers significant growth opportunities, while competition is expected to shift from hardware specifications alone toward brand ecosystems, technological innovation, and enhanced user experiences.

Report Scope

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This report studies the global Gaming Peripherals for Esport demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Gaming Peripherals for Esport, and provides market size (US$ million) and Year-over-Year (YoY) growth, considering 2025 as the base year. This report explores demand trends and competition, as well as details the characteristics of Gaming Peripherals for Esport that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Gaming Peripherals for Esport total market, 2021-2032, (USD Million)

Global Gaming Peripherals for Esport total market by region & country, CAGR, 2021-2032, (USD Million)

U.S. VS China: Gaming Peripherals for Esport total market, key domestic companies, and share, (USD Million)

Global Gaming Peripherals for Esport revenue by player, revenue and market share 2021-2026, (USD Million)

Global Gaming Peripherals for Esport total market by Type, CAGR, 2021-2032, (USD Million)

Global Gaming Peripherals for Esport total market by Application, CAGR, 2021-2032, (USD Million)

This report profiles major players in the global Gaming Peripherals for Esport market based on the following parameters - company overview, revenue, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Razer, Logitech G, Turtle Beach, Microsoft, Corsair, SteelSeries, Mad Catz, ROCCAT, Thrustmaster, HyperX, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

Stakeholders would have ease in decision-making through various strategy matrices

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used in analyzing the world Gaming Peripherals for Esport market

Detailed Segmentation:

Each section contains quantitative market data including market by value (US$ Millions), by player, by regions, by Type, and by Application. Data is given for the years 2021-2032 by year with 2025 as the base year, 2026 as the estimate year, and 2027-2032 as the forecast year.

Global Gaming Peripherals for Esport Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Gaming Peripherals for Esport Market, Segmentation by Type:

Gaming Mouse

Gaming Keyboards

Headset

Controllers

Others

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Global Gaming Peripherals for Esport Market, Segmentation by Price:

Entry-level

Mid-level

Premium-level

Global Gaming Peripherals for Esport Market, Segmentation by Sales:

Online Sales

Offline Sales

Global Gaming Peripherals for Esport Market, Segmentation by Application:

Personal

Commercial

Companies Profiled:

Razer

Logitech G

Turtle Beach

Microsoft

Corsair

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SteelSeries

Mad Catz

ROCCAT

Thrustmaster

HyperX

Tt eSPORTS

Cooler Master

ZOWIE

Key Questions Answered

1. How big is the global Gaming Peripherals for Esport market?
2. What is the demand of the global Gaming Peripherals for Esport market?
3. What is the year over year growth of the global Gaming Peripherals for Esport market?
4. What is the total value of the global Gaming Peripherals for Esport market?
5. Who are the Major Players in the global Gaming Peripherals for Esport market?
6. What are the growth factors driving the market demand?

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